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1 [Borrowed-virtual-time \(BVT\) scheduling: supporting latency-sensitive threads in a general-purpose scheduler](#)

Kenneth J. Duda, David R. Cheriton
 December 1999 **ACM SIGOPS Operating Systems Review, Proceedings of the seventeenth ACM symposium on Operating systems principles SOSP '99**, Volume 33 Issue 5

Publisher: ACM Press

Full text available: [pdf\(1.81 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Systems need to run a larger and more diverse set of applications, from real-time to interactive to batch, on uniprocessor and multiprocessor platforms. However, most schedulers either do not address latency requirements or are specialized to complex real-time paradigms, limiting their applicability to general-purpose systems. In this paper, we present *Borrowed-Virtual-Time (BVT) Scheduling*, showing that it provides low-latency for real-time and interactive applications yet weighted sharin ...

2 [Borrowed-virtual-time \(BVT\) scheduling: supporting latency-sensitive threads in a general-purpose scheduler](#)

Kenneth J. Duda, David R. Cheriton
 April 2000 **ACM SIGOPS Operating Systems Review**, Volume 34 Issue 2

Publisher: ACM Press

Additional Information: [full citation](#), [index terms](#)



3 [Virtual machine monitors: Xen and the art of virtualization](#)

Paul Barham, Boris Dragovic, Keir Fraser, Steven Hand, Tim Harris, Alex Ho, Rolf Neugebauer, Ian Pratt, Andrew Warfield
 October 2003 **Proceedings of the nineteenth ACM symposium on Operating systems principles**

Publisher: ACM Press

Full text available: [pdf\(168.76 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



Numerous systems have been designed which use virtualization to subdivide the ample resources of a modern computer. Some require specialized hardware, or cannot support commodity operating systems. Some target 100% binary compatibility at the expense of performance. Others sacrifice security or functionality for speed. Few offer resource isolation or performance guarantees; most provide only best-effort provisioning, risking denial of service. This paper presents Xen, an x86 virtual machine monit ...

Keywords: hypervisors, paravirtualization, virtual machine monitors

4 Effects of clock resolution on the scheduling of interactive and soft real-time processes

 Yoav Etsion, Dan Tsafrir, Dror G. Feitelson
June 2003 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2003 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '03**, Volume 31 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(512.91 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

It is commonly agreed that scheduling mechanisms in general purpose operating systems do not provide adequate support for modern interactive applications, notably multimedia applications. The common solution to this problem is to devise specialized scheduling mechanisms that take the specific needs of such applications into account. A much simpler alternative is to better tune existing systems. In particular, we show that conventional scheduling algorithms typically only have little and possibly ...

Keywords: Linux, clock interrupt rate, interactive process, overhead, scheduling, soft real-time, tuning

5 Scheduling and resource allocation: Energy-efficient soft real-time CPU scheduling for mobile multimedia systems

 Wanghong Yuan, Klara Nahrstedt
October 2003 **Proceedings of the nineteenth ACM symposium on Operating systems principles**

Publisher: ACM Press

Full text available:  [pdf\(511.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents *GRACE-OS*, an energy-efficient soft real-time CPU scheduler for mobile devices that primarily run multimedia applications. The major goal of *GRACE-OS* is to support application quality of service and save energy. To achieve this goal, *GRACE-OS* integrates dynamic voltage scaling into soft real-time scheduling and decides how fast to execute applications in addition to when and how long to execute them. *GRACE-OS* makes such scheduling decisions based on the probability dist ...

Keywords: mobile computing, multimedia, power management

6 A SMART scheduler for multimedia applications

 Jason Nieh, Monica S. Lam
May 2003 **ACM Transactions on Computer Systems (TOCS)**, Volume 21 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(570.87 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Real-time applications such as multimedia audio and video are increasingly populating the workstation desktop. To support the execution of these applications in conjunction with traditional non-real-time applications, we have created SMART, a Scheduler for Multimedia And Real-Time applications. SMART supports applications with time constraints, and provides dynamic feedback to applications to allow them to adapt to the current load. In addition, the support for real-time applications is integrat ...

Keywords: Scheduling, multimedia, proportional sharing, real-time

7

Session 7: OS architecture II: Congestion prices as feedback signals: an approach to

QoS management

 Rolf Neugebauer, Derek McAuley

September 2000 **Proceedings of the 9th workshop on ACM SIGOPS European workshop: beyond the PC: new challenges for the operating system**

Publisher: ACM Press

Full text available:  [pdf\(221.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Recently there has been a renewed interest in the application of economic models to the management of computational resources. Most of this interest is focused on pricing models for the Internet; in particular, on congestion or shadow prices, that address the phenomenon of what economists call external costs --- users are exposed to the costs they impose on other users when causing congestion of a resource. This paper describes how congestion prices can be applied to resource management in operat ...

8 Scheduling best-effort and real-time pipelined applications on time-shared clusters

 Yanyong Zhang, Anand Sivasubramaniam

July 2001 **Proceedings of the thirteenth annual ACM symposium on Parallel algorithms and architectures**

Publisher: ACM Press

Full text available:  [pdf\(252.82 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Two important emerging trends are influencing the design, implementation and deployment of high performance parallel systems. The first is on the architectural end, where both economic and technological factors are compelling the use of off-the-shelf computing elements (workstations/PCs and networks) to put together high performance systems called clusters. The second is from the user community that is finding an increasing number of applications to benefit from such high performance systems. ...

Keywords: clusters, coscheduling, parallel scheduling, simulation

9 Systems: Desktop scheduling: how can we know what the user wants?

 Yoav Etsion, Dan Tsafrir, Dror G. Feitelson

June 2004 **Proceedings of the 14th international workshop on Network and operating systems support for digital audio and video**

Publisher: ACM Press

Full text available:  [pdf\(127.15 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Current desktop operating systems use CPU utilization (or lack thereof) to prioritize processes for scheduling. This was thought to be beneficial for interactive processes, under the assumption that they spend much of their time waiting for user input. This reasoning fails for modern multimedia applications. For example, playing a movie in parallel with a heavy background job usually leads to poor graphical results, as these jobs are indistinguishable in terms of CPU usage. Suggested solutions i ...

Keywords: frame rate, human centered computing, interactive, multimedia, scheduling, user I/O

10 Session 11C: Minimizing migrations in fair multiprocessor scheduling of persistent tasks

Tracy Kimbrel, Baruch Schieber, Maxim Sviridenko

January 2004 **Proceedings of the fifteenth annual ACM-SIAM symposium on Discrete algorithms**

Publisher: Society for Industrial and Applied Mathematics

Full text available:  [pdf\(249.22 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Suppose that we are given n persistent tasks (jobs) that need to be executed in an equitable way on m processors (machines). Each machine is capable of performing one unit of work in each integral time unit and each job may be executed on at most one



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IEEE JNL IEEE Journal or Magazine

IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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1. The design and implementation of real-time schedulers in RED-linux

Kwei-Jay Lin; Yu-Chung Wang;

Proceedings of the IEEE

Volume 91, Issue 7, July 2003 Page(s):1114 - 1130

Digital Object Identifier 10.1109/JPROC.2003.814612

[Abstract](#) [Plus](#) | [References](#) | Full Text: [PDF](#)(547 KB) | Full Text: [HTML](#) IEEE JNL

2. A framework for simplifying the development of kernel schedulers: design and performance evaluation

Muller, G.; Duchesne, H.; Lawall, J.L.;

Object-Oriented Real-Time Dependable Systems, 2005. WORDS 2005. 10th IEEE International Workshop on 2-4 Feb. 2005 Page(s):219 - 227

Digital Object Identifier 10.1109/WOR.DS.2005.7

[Abstract](#) [Plus](#) | Full Text: [PDF](#)(288 KB) IEEE CNF

3. A user-level framework for scheduling within service execution environments

Newhouse, T.; Pasquale, J.;

Services Computing, 2004. (SCC 2004). Proceedings. 2004 IEEE International Conference on 15-18 Sept. 2004 Page(s):311 - 318

Digital Object Identifier 10.1109/SCC.2004.1358020

[Abstract](#) [Plus](#) | Full Text: [PDF](#)(299 KB) IEEE CNF

4. Dynamic integrated scheduling of hard real-time, soft real-time, and non-real-time processes

Brandt, S.A.; Banachowski, S.; Caixue Lin; Bisson, T.;

Real-Time Systems Symposium, 2003. RTSS 2003. 24th IEEE

2003 Page(s):396 - 407

Digital Object Identifier 10.1109/REAL.2003.1253287

[Abstract](#) [Plus](#) | Full Text: [PDF](#)(475 KB) IEEE CNF

5. Better real-time response for time-share scheduling

Banachowski, S.A.; Brandt, S.A.;

Parallel and Distributed Processing Symposium, 2003. Proceedings. International 22-26 April 2003 Page(s):8 pp.

Digital Object Identifier 10.1109/IDPS.2003.1213246

[Abstract](#) [Plus](#) | Full Text: [PDF](#)(404 KB) IEEE CNF

6. Enforcing resource sharing agreements among distributed server clusters

Tao Zhao; Karamcheti, V.;

Parallel and Distributed Processing Symposium., Proceedings International, IPDPS 2002, Abstracts and CD-ROM 15-19 April 2002 Page(s):23 - 32

Digital Object Identifier 10.1109/IPDPS.2002.1015497

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Borrowed Virtual Time Context Switch Allowance

This command is used in conjunction with the **Borrowed Virtual Time** scheduler to set the minimum time that a scheduled domain is allowed to run before it can ...

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Borrowed Virtual Time (BVT) scheduling: supporting latency-sensitive threads in a general purpose scheduler. In proceedings of the 17th ACM SIGOPS Symposium ...

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Xen uses the **Borrowed-Virtual-Time** algorithm to allow different domains to share the CPU fairly, while allowing more time-sensitive processes to have the ...

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[9] K. Duda and D. Cheriton, "Borrowed-Virtual-Time (BVT). Scheduling: Supporting Latency-Sensitive Threads in a General- ...

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[PDF] The Power of Virtual Time for Multimedia Scheduling

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The **Borrowed Virtual Time** (BVT) scheduler is targeted. for a diverse range of applications (eg, multimedia, inter-. active, batch) on a general-purpose OS. ...

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[Xen-changelog] This patch adds more content around the schedule ...

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virtual time to track a fluid model representation of the sys-tem. ... 1996. ACM.

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Proceedings of the 17th ACM Symposium on Operating System Principles, December 12-15, 1999, Kiawah Island Resort, near Charleston, South Carolina, USA, Operating System Review 33(5), ACM Press, 1999, ISBN 1-58113-140-2

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